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TITLE: METHOD FOR UPDATING 3D OBJECT DISPLAY, COMPUTER EXECUTION SYSTEM FOR
CORRECTING VISUAL CHARACTERISTIC OF 3D OBJECT, METHOD FOR RE-RENDERING 3D OBJECT ON
DISPLAY AND PRODUCT

PUBN-DATE: April 14, 1998

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ABSTRACT:

PROBLEM TO BE SOLVED: To reduce responding time without using a special device by evaluating a corresponding constituting element within decided constituting elements stored in a housing means by each pixel and deciding a new rendering value for each pixel of a part of a selected 3D object.

SOLUTION: A user selects an object for correcting (step 102), assigns a new texture to the object (step 104), and arranges a new texture on a 3D object by the arrangement of the new texture (step 106). When the texture is selected (step 108), the 3D object is pre-rendered (step 112) to form the buffer of a pixel. The pre-rendering step also includes 'shading buffer' structure and this structure includes the pre-arithmetic constituting element of visual characteristic information for each pixel of the displayed 3D object.

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